CLAIMS

1. A system for scheduling the distribution of content utilizing a network, comprising:

(a) a database for storing content;

(b) a server coupled to the database, the server being capable of receiving input preferences relating to parameters selected from the group consisting of: frequency, interval, time of play, trigger events, and category filtering;

(c) a scheduling algorithm executed on the server for generating schedule data utilizing the input preferences, the scheduling algorithm being based on predetermined methods of processing the input preferences; and

(d) a network coupled between the database and the server for distributing the content and the schedule data to a plurality of output devices.

2. The system recited in claim 1, and further comprising at least one remote communicative device coupled to said network for receiving and responding to said schedule data to communicate said content, said remote device being capable of storing the content and schedule data so that it can continue to function in the event of a loss of coupling with said network.

3. The system recited in claim 2, wherein at least some of said output devices are coupled to the network via an associated remote server, the remote server being capable of distributing the content and the schedule data to the associated output devices.

4. The system recited in claim 2, wherein the remote server provides security between the associated output devices and the network.

5. The system recited in claim 1, and further comprising a user interface coupled to the network for allowing a user to input and/or modify at least one of the schedule data and the content.

6. The system recited in claim 1, wherein the schedule data is stored in the database with the content.

7. The system recited in claim 5, wherein a tag associated with the schedule data is stored with the content.

8. The system recited in claim 1, wherein the schedule data is stored in a database separate from the database in which the content is stored.

9. The system recited in claim 2, and further comprising a user interface coupled to the network for updating the schedule data.

10. The system recited in claim 1, wherein content from a variety of channels is distributed simultaneously to various ones of the output devices.

11. The system recited in claim 1, wherein the database can be queried for information associated with at least one of the group consisting of billing, statistical analysis, merchandise, and performance monitoring.

12. The system recited in claim 1, and further comprising a gaming device coupled to the server, the gaming device being capable of communicating content associated with gaming.